

NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?



CUSTOMER SERVICE
WWW.NINTENDO.COM

or call 1-800-255-3700
MON. - SAT., 6:00 a.m. to 9:00 p.m.;
SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN JAPAN

GAME BOY ADVANCE



AGB-AGFE-USA

Nintendo®

WARNING: PLEASE CAREFULLY READ THE SEPARATE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

EVERYONE

Violence



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

© 2001-2003 NINTENDO/
CAMELOT. TM, ® AND
GAME BOY ADVANCE ARE
TRADEMARKS OF
NINTENDO. © 2003
NINTENDO. THIS GAME
SOFTWARE USES FONTS
BY FONTWORKS
INTERNATIONAL LIMITED.
FONTWORKS AND THE
FONT NAMES ARE
TRADEMARKS OF FONTWORKS
INTERNATIONAL LIMITED.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play assistance.
For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**.
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

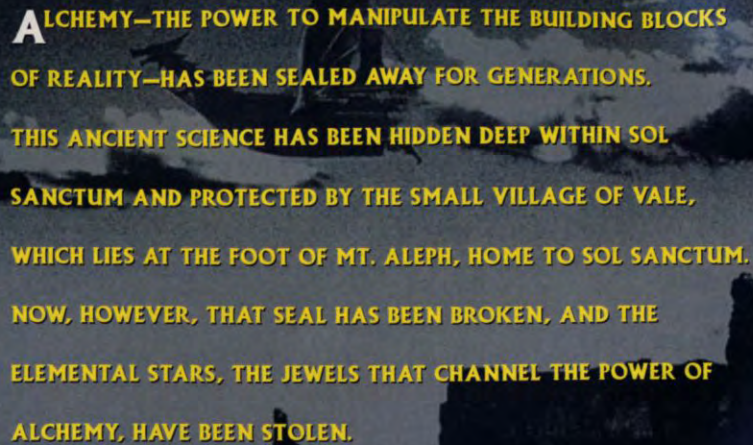
Please have Visa or MasterCard ready

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
Callers under 18 need to obtain parental permission to call. Prices subject to change.
TTY Game Play Assistance: 425-883-9714

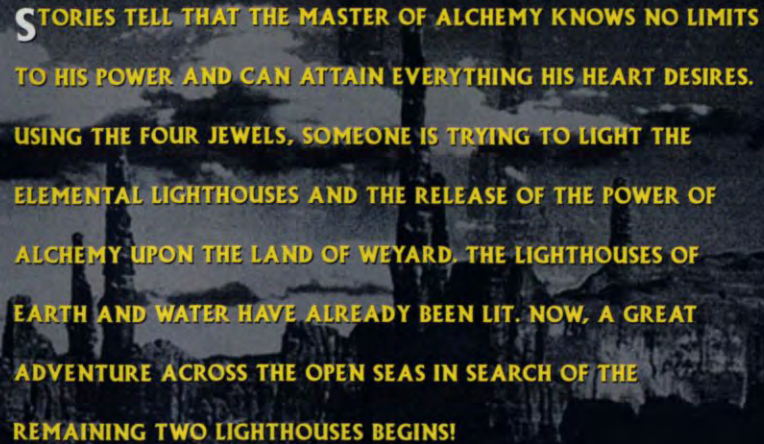
**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

TABLE OF CONTENTS

• MASTERING THE CONTROLS	8	• CHARACTER CLASSES	34
• BEGINNING YOUR QUEST	10	• SHOPS, INNS, AND SANCTUMS	36
START MENU		• THE PAUSE MENU	39
New Game	14	• BATTLING ENEMIES	40
Continue	14	PRE-BATTLE COMMANDS	
Copy	15	Fight	41
Erase	15	Flee	41
Battle	15	Status	41
Update	15	BATTLE COMMANDS	
• THE ADEPTS	16	Attack	42
• DJINN—THE ELEMENTAL SPIRITS	18	Psynergy	42
• TRAVELING THE LANDS	20	Djinn	46
FIELD COMMANDS		Summon	48
Psynergy	20	Item	51
Djinn	22	Defend	51
Item	27	• ADEPTS ASSEMBLED	52
Status	30	• THE BATTLE ARENA	56



ALCHEMY—THE POWER TO MANIPULATE THE BUILDING BLOCKS OF REALITY—HAS BEEN SEALED AWAY FOR GENERATIONS. THIS ANCIENT SCIENCE HAS BEEN HIDDEN DEEP WITHIN SOL SANCTUM AND PROTECTED BY THE SMALL VILLAGE OF VALE, WHICH LIES AT THE FOOT OF MT. ALEPH, HOME TO SOL SANCTUM. NOW, HOWEVER, THAT SEAL HAS BEEN BROKEN, AND THE ELEMENTAL STARS, THE JEWELS THAT CHANNEL THE POWER OF ALCHEMY, HAVE BEEN STOLEN.



STORIES TELL THAT THE MASTER OF ALCHEMY KNOWS NO LIMITS TO HIS POWER AND CAN ATTAIN EVERYTHING HIS HEART DESIRES. USING THE FOUR JEWELS, SOMEONE IS TRYING TO LIGHT THE ELEMENTAL LIGHTHOUSES AND THE RELEASE OF THE POWER OF ALCHEMY UPON THE LAND OF WEYARD. THE LIGHTHOUSES OF EARTH AND WATER HAVE ALREADY BEEN LIT. NOW, A GREAT ADVENTURE ACROSS THE OPEN SEAS IN SEARCH OF THE REMAINING TWO LIGHTHOUSES BEGINS!

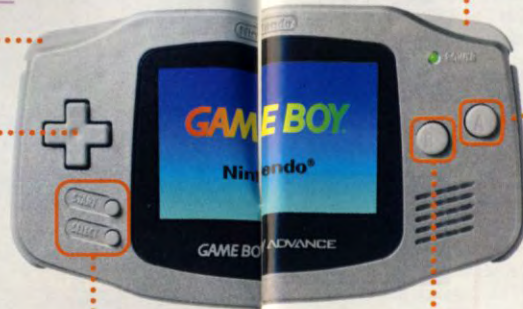
MASTERING THE CONTROLS

L BUTTON	
●	Use Psynergy shortcuts (pg. 21)
▲	Check surroundings
★	Display the Status screen

+ CONTROL PAD	
●▲	Walk (You can walk diagonally)
●	Jump forward
●	Push objects
★■	Select a command or item

START	
●▲	Display the Pause menu (pg. 39)

SELECT	
●▲	Display field commands (pg. 20) (Use this button instead of the A Button when someone is standing in front of you)



A BUTTON	
●▲	Speak
●▲	Display field commands (pg. 20)
●▲	Examine objects
★■	Display the next message
★■	Confirm selections

B BUTTON	
●▲	Run (use with the + Control Pad)
■	Display the next message
■	Cancel

R BUTTON	
●	Use Psynergy shortcuts (pg. 21)
▲	Display the world map (Use the + Control Pad to move the cursor. To see the name of a location, point the finger to a ●)
★	Display the Status screen

SYMBOL KEY	
●	= Used inside towns, villages, and dungeons
▲	= Used on the world map (outside towns, villages, and dungeons)
★	= Used during battle
■	= Other

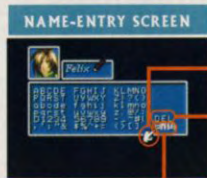
These are the basic controls used in *Golden Sun: The Lost Age*. Be sure to study these and the advanced controls explained on the pages that follow. You will need to master them all to complete your quest.

BEGINNING YOUR QUEST

Insert your Golden Sun: The Lost Age Game Pak into your Game Boy Advance and turn the power on. Press Start when the title screen appears.

THE FIRST TIME YOU PLAY

After the Nintendo logo disappears, the name-entry screen pops up automatically. Move the cursor with the + Control Pad to select letters, and press the A Button to enter them. If you want to erase a letter, press the B Button or choose DEL from the menu. Once you have entered a character name, choose END from the menu and press the A Button. You will then be asked if you want to transfer clear data from Golden Sun. For more information on transferring data from Golden Sun, see page 11.



Cursor

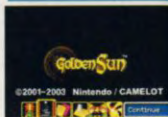
End

Start the game with the name you entered

Del

Delete the last letter you entered

THE START MENU



TRANSFERRING GOLDEN SUN CLEAR DATA

When you start a new game, you can transfer your clear data from the original Golden Sun into your new Golden Sun: The Lost Age game. First, you will need to bring up the Send option in your original Golden Sun game.

THE FIRST TIME YOU PLAY

Follow the instructions to the right from the Golden Sun title screen.

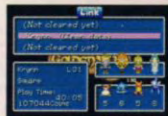
Select Send and press the A Button to bring up file-selection screen.

Select the data file that you would like to transfer and press the A Button to bring up the Transfer Method screen. From the Transfer Method screen, you can choose either Password or Cable (using your Game Boy Advance Game Link cable) transfer methods.

Press and hold left on the + Control Pad and the R Button, and then press Start. This brings up the Send option.

The Send option will not appear if you do not have any data that you can transfer.

- For more information on Password transfers, refer to page 12.
- For more information on Cable transfers, refer to page 13.



PASSWORD TRANSFER

IN GOLDEN SUN

- 1 Display the menu using the method described on page 11. Select Password and press the A Button to display the Password Entry screen.
- 2 There are three options: Gold, Silver, and Bronze. The password length is different for each option, as is the kind of information that the password contains. Choose your preference and press the A Button.
- 3 Carefully write down the password that appears on-screen.

IN GOLDEN SUN: THE LOST AGE

- 4 After you enter your name in a new game, select "Yes" to go to the Transfer Method screen. (If you are updating a game you've already started, select Update from the start menu to go to this screen.) Next, select Password and press the A Button.
- 5 Select Gold, Silver, or Bronze from the menu, depending on which password level you selected in step 2, and press the A Button. Carefully enter your password on the Password Entry screen.

If your password doesn't work, insert your Golden Sun Game Pak again and double-check the password.

If you've entered everything correctly, you'll see "Password OK!" You will then be asked to confirm the transfer. Press the A Button to confirm the transfer, or press the B Button to cancel the transfer. If you cancel, you will be prompted to enter a name for Isaac.



CABLE TRANSFER

If you have a Game Boy Advance Game Link cable, you can transfer all the information that the Gold password gives you. First, connect two Game Boy Advance systems using the Game Boy Advance Game Link cable (see page 59). Insert the Golden Sun Game Pak into one of the systems and the Golden Sun: The Lost Age Game Pak into the other system.

IN GOLDEN SUN

- 1 Choose Cable from the Transfer Method screen and press the A Button.
- 2 At this point, preparations for transferring data from Golden Sun to Golden Sun: The Lost Age are complete.

IN GOLDEN SUN: THE LOST AGE

- 3 After you enter your name in a new game, select "Yes" to go to the Transfer Method screen. (If you are updating a game you've already started, select Update from the start menu to go to this screen.)
- 4 Choose Cable from the Transfer Method screen and press the A Button. The data transfer begins automatically. You will then be asked to confirm the transfer. Press the A Button to confirm the transfer, or press the B Button to cancel the transfer. If you cancel, you will be prompted to enter a name for Isaac.



START MENU NEW GAME

If you want to start a new game, select New Game and press the A Button. This takes you directly to the name-entry screen. Enter your name (see pg. 10), then choose End and press the A Button to confirm.

If you are transferring data from Golden Sun, refer to page 11.

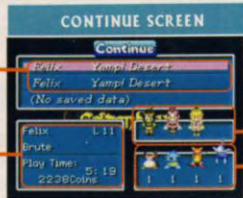
START MENU CONTINUE

Continue playing using a previously saved data file. Choose the saved data file you wish to open with the + Control Pad and press the A Button. You will begin from the point where you last saved.

Saved data file

Main character's name, last save location, and party members present in the saved data file

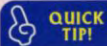
Main character's name, main character's level, main character's class (see pg. 34), number of coins, and hours played



Contents of the selected save data file

Types of Djinn

(see pg. 18)
From the left:
Earth Djinn, Water Djinn, Fire Djinn, Wind Djinn



QUICK TIP!

YOU CAN SAVE AT (ALMOST) ANY TIME!

In Golden Sun: The Lost Age, you can save your game at any time, except during certain events and during battles. See page 39 for more information.

START MENU COPY

You can copy the contents of one saved data file to another. Select the file you want to copy with the + Control Pad and press the A Button. The selected file will be copied automatically to an empty data file.

When you already have three saved data files and there are no empty slots, you won't see the Copy option.

START MENU ERASE

Choose this option to erase a saved game. Select the data file you'd like to erase with the + Control Pad and press the A Button. Erased data files cannot be restored, so be absolutely sure you want to erase a file before doing so.

START MENU BATTLE

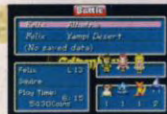
Using a saved data file, you can fight monsters you have already defeated in the game, or you can pit your party against a friend's.

If no one in your party has any Djinn, the Battle option will not appear in the start menu.

START MENU UPDATE

You can update your transferred data as long as your main party has not already joined Isaac's party in the game. (If you have not transferred any data, you will need to transfer it first.) Choose Update from the start menu. Next, use the + Control Pad to choose the file you wish to update and press the A Button to confirm your selection. See page 11 for further instructions.

If all of your saved files contain data saved after joining up with Isaac's party, you won't see the Update option.



THE ADEPTS

Those who are able to use psychic energy (or Psynergy) are called Adepts. They carry on the bloodline of the ancients who lived long ago, during the lost age of man, when Alchemy held sway over all the lands of Weyard. The power of the Adepts stems from Alchemy, but long ago, the power of Alchemy was sealed away to protect the world from those who would use it for evil.



FELIX (SQUIRE)

EARTH ADEPT: 18 YEARS OLD

Felix, the hero of Golden Sun: The Lost Age, was born and raised in the village of Vale. Three years ago, a massive storm struck Vale, knocking a huge boulder from Mt. Aleph's peak and triggering a flood. Felix was thought lost when he was washed downriver. However, Saturos and Menardi saved him, and he helped them to light the Venus and Mercury lighthouses. But how has he spent these past three years? What kind of mission has he been burdened with?



JENNA (FLAME SEER)

FIRE ADEPT: 17 YEARS OLD

Jenna is Felix's sister and a childhood friend to both Isaac and Garet, the heroes of Golden Sun. Saturos and Menardi kidnapped her and the scholar Kraden, and the two of them are now being held hostage. She adores her brother and bravely travels with him, yet she still feels a deep-seated compassion for her friends Isaac and Garet, who have fought her brother's actions at every turn.



SHEBA (WIND SEER)

WIND ADEPT: 14 YEARS OLD

One day, in a small town called Lalivero in the northern part of the Gondowan continent, a young girl with a peculiar destiny fell from the skies. Faran, the leader of Lalivero raised her as his own daughter, but she knows that she is bound by a divine destiny. However, Saturos and Menardi have captured her and unknowingly triggered events that will shock the world. Just how far does Sheba's ability to predict the future allow her to see?



PIERS (MARINER)

WATER ADEPT: AGE UNKNOWN

Piers is a young man shrouded in mystery. When he accepts Piers as an ally, Felix learns anew the importance of his mission.

FELIX'S ANTAGONISTS



Alex comes from a clan that, for generations upon generations, has protected the Mercury lighthouse. He and Mia are the last descendants of this ancient tribe.

Karst and Agatio come from the frozen lands of the far north. They are members of the Fire tribe, as were Saturos and Menardi before them.

DJINN—THE ELEMENTAL SPIRITS

Djinn are spirits of the earth, water, fire, and wind—the four elements that make up all matter. You will encounter many Djinn during your travels. Some will join you willingly, and others will join you after a fight. By using the powers of the Djinn wisely, you can dramatically increase your characters' abilities.

THE FOUR TYPES OF DJINN

Djinn are divided into four types: earth (Venus), water (Mercury), fire (Mars), and wind (Jupiter). In addition to the Djinn introduced here, you will find many other Djinn of each type on your quest. The four Djinn below represent each element.



DJINN MAKE YOUR CHARACTERS STRONGER!

Use the power of the Djinn to improve your characters' abilities and to fight more effectively in battles.

DJINN EFFECTS PART 1 Setting a Djinni Changes Your Class!

When you set a Djinni to a character by attaching it to him, that character's class might change. Changing classes can raise your attributes and allow you to use Psynergy you could not use before. Your characters' classes changes according to the type of Djinni you set. Try setting different kinds of Djinni to see what will happen.



For more information, see pages 23 and 34.

DJINN EFFECTS PART 2 Power Up Attributes!

When you "set" a Djinni, your character's attributes linked to that type of Djinni goes up. For example, if you set a Fire Djinni, your character's fire-based attack power increases. At the same time, your resistance to enemies' fire-based attacks also increases.

For more information, see page 35.



DJINN EFFECTS PART 3 Unleash Djinn In Battles!

When you unleash a set Djinni in battle, that Djinni will aid you in your fight. Each Djinni has a unique power, so try unleashing different kinds of Djinni to see what they can do!

For more information, see page 54.



DJINN EFFECTS PART 4 Use Djinn To Summon!

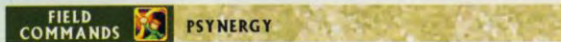
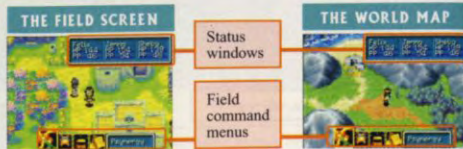
Once you have unleashed a Djinni in battle or placed that Djinni on standby, you will be able to use the Summon command to summon a powerful spirit. You can summon many different spirits, and the more Djinn you use to summon, the stronger the spirit you summon will be.

For more information, see pages 48 and 55.



TRAVELING THE LANDS

During your quest, you will travel to many different parts of Weyard. Press the A Button on the world map or in towns and dungeons to display your party's status (name and current Hit Points and Psy Points) and a menu of "field commands." Press the A Button when there is an object or a person directly in front of you, and you will examine that object or talk to that person. Below is an explanation of the field commands. See page 30 for a description of the status windows.



Use Psynergy or set Psynergy shortcuts (see the following page).

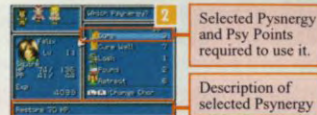
For more information on Psynergy, see pages 42-45 and 55.

HOW TO USE PSYNERGY

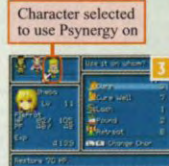
- 1 Press the + Control Pad left or right to select the character whose Psynergy you'd like to use, then press the A Button.



- 2 Press the + Control Pad up or down to select the Psynergy you'd like use, then press the A Button. If you have more than five types of Psynergy, press the + Control Pad left or right to scroll between Psynergy windows. Press the L or R Button to switch to another character. When you choose Psynergy that affects physical objects (like Move or Whirlwind), the Psynergy will take affect as soon as you choose it here.



- 3 When using Psynergy that affects another party member (like Cure or Antidote), you must select which character to use the Psynergy on by pressing the + Control Pad left or right and then pressing the A Button.



SETTING PSYNERGY SHORTCUTS

You may find it helpful to set frequently used Psynergy to the L and R Buttons as a shortcut. That way, you only have to press a single button to use that Psynergy.



- 1 Press the + Control Pad left and right to select whose Psynergy you'd like to create a shortcut for, then press the L or R Button to set the shortcut to that button.



- 2 If a Psynergy can be set to a shortcut, it will be highlighted in the Psynergy list. Use the + Control Pad to choose a Psynergy, then press the A Button to set the shortcut.

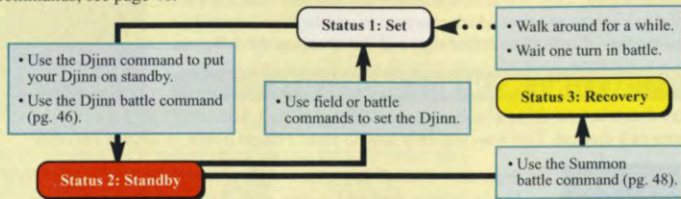


Use this command to set Djinn to characters or to trade Djinn between characters.

QUICK
TIP!

DJINN STATUS

Djinn have three different status conditions. The Djinn commands available in the field and battle menus change depending on each Djinni's status. For more information about Djinn battle commands, see page 46.



PRESS SELECT FOR MORE DJINN INFO

Press Select on the Djinn screen to view a detailed explanation of the important rules for using Djinn. Press the + Control Pad up or down to select from among the seven topics, and press the A Button to read about a topic.

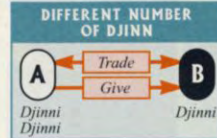


This information is very important, so be sure to read it all.

OPTIONS AVAILABLE WITH
THE DJINN FIELD COMMAND

- Change a Djinni's status (Standby ↔ Set)
- Trade Djinn with another character
- Give one character's Djinn to another

The following conditions apply when trading Djinn or giving them to another character.



Character A can give or trade Djinn to Character B, who has fewer Djinn. Character B can only trade Djinn with Character A, who has more Djinn.

You cannot trade or give Djinn that are in recovery.



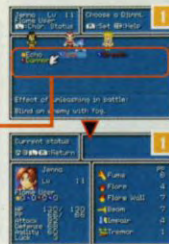
When two characters have the same number of Djinn, they can trade Djinn freely between them, but they cannot give Djinn. Djinn must be traded one at a time.

CHANGE A DJINNI'S STATUS
(STANDBY ↔ SET)

- On the Djinn screen, use the + Control Pad to select a set or standby Djinni, and then press the A Button.

Press the L Button on the Djinn screen to view the status and Psynergy of the character holding the Djinni you selected.

White indicates set Djinn.
Red indicates standby Djinn.
Yellow indicates recovery Djinn.



(Continues in section 2 on page 24.)

SWITCHING STATUS WITH THE R BUTTON

Switch a Djinni's status between set and standby on the Djinn screen by pressing the R Button. When you hold down the R Button and press Select, all on-screen Djinn switch between set and standby.

- The words Set and Standby appear above the names of Djinn. Change the status by selecting these words with the cursor and pressing the A Button.
- You will be asked to confirm that you want to change your Djinn from Standby to Set. Make sure you approve of the changes to your attributes and Psynergy, then press the A Button if you still want to make the switch. If you want to cancel, press the B Button to return to the previous screen.

Character Status

When Djinn status changes, so does the character's class and status. Use this screen to view those changes. Attributes that improve are highlighted with a yellow arrow, while those that drop have a blue arrow.



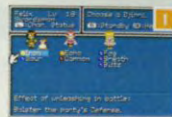
Character Psynergy

Sometimes, changing a Djinni's status changes your character's Psynergy abilities. When this happens, any new Psynergy abilities appear in yellow, and any Psynergy that is lost appears in red. When an arrow appears next to the number on the top right of the screen, use the + Control Pad to view the next window of Psynergy.



TRADING DJINN

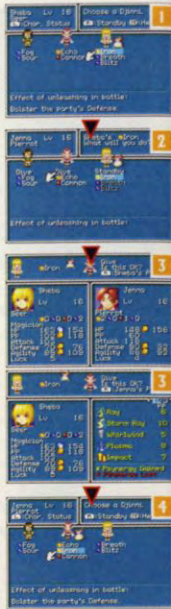
- On the Djinn screen, use the + Control Pad to select a Djinni, then press the A Button.
- You can trade Djinn with any characters who have the Trade command beneath them. Select the Djinni you will trade for and press the A Button.
- The status of the two characters trading Djinn will appear. Press the R Button on this screen to switch between these two characters' Psynergy abilities. If there are multiple windows, use the + Control Pad move between them.
- After checking all the changes, press the A Button to trade Djinn. If you want to cancel the trade, press the B Button to return to the previous screen.



GIVING DJINN

- 1 On the Djinn screen, select a Djinni and press the A Button.
- 2 You can give the Djinni to characters that have the Give command beneath them. Select a character and press the A Button.
- 3 The status of the character giving the Djinni and the character receiving the Djinni will be shown on the left and right sides of the screen, respectively. Press the R Button to cycle through the Psynergy of the character giving and receiving the Djinni. If there are multiple windows, use the + Control Pad to move between them.
- 4 After checking all changes, press the A Button to give the Djinni. If you decide not to give the Djinni to anyone, press the B Button to return to the previous screen.

Djinn also affect character classes. See page 34 for more information.



FIELD COMMANDS ITEM

You can buy items in shops and find them in treasure chests. With the Item command, you can use, equip, and give items to other characters. Each character can hold up to 15 different types of items. A character can hold up to 30 of each consumable item.



Check a character's basic equipped items, such as weapon and armor, or check status.

There are many different types of items. Some of them have special abilities when equipped, and others can even grant you the ability to use new Psynergy.

Long Sword Leather Cap Wooden Shield Herb

USING AND GIVING ITEMS

Use the + Control Pad to select the character with the item you want to use or give, then press the A Button.



(Continues on next page.)

Next, use the + Control Pad to select the item you want to use or give. If there are multiple windows, use the + Control Pad to move between them.

Also, when you select armor or a weapon that is not equipped, the changes to your status caused by equipping that item appear on the left side of the screen. Once you have selected an item and pressed the A Button, use the + Control Pad to select Use or Give, then press the A Button.

Use the + Control Pad to select the character with the item you want to use or give and press the A Button. When giving an item that the recipient may equip, you will see a window asking if you want to equip the item. Choose either Yes or No, then press the A Button.

EQUIPPING AND REMOVING ITEMS



Using the + Control Pad, select the character carrying the item you'd like to equip or remove and press the A Button.

(Continued on the next page.)

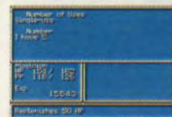
Description
of the
selected item



Select the item you want to equip or remove, then press the A Button. Press the + Control Pad left or right to cycle through your items. If you select armor or a weapon that is not equipped, you can see the effects of equipping it on the left side of the screen.

Use the + Control Pad to select either Equip or Remove, and press the A Button to confirm. If you choose Remove, any changes to your status appear on the left side of the screen.

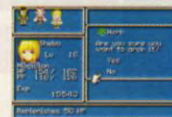
ITEM DETAILS



If you want to check the effects of using or equipping an item, select this option. This also shows how many of that item you are carrying.



DROP AN ITEM

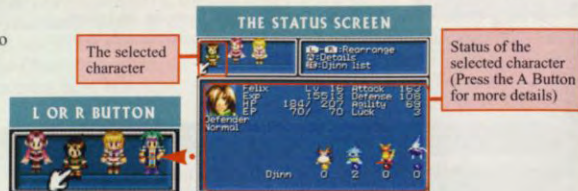


Drop items that you no longer need. If you are holding more than two of an item that you want to drop, press the + Control Pad up or down to select the number to drop, and then press the A Button. Confirm that you want to drop the item by selecting Yes, or select No to cancel. Then press the A Button. Be careful not to drop any items that you might need! (Some items cannot be dropped.)



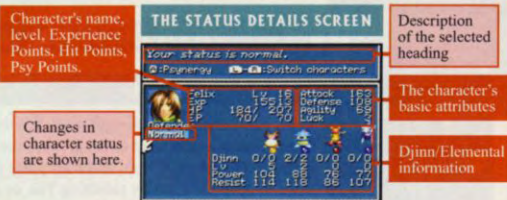
Select Status to view your characters' abilities and attributes. On this screen, press Select to view a list of the Djinn you've acquired. Any Djinn that you missed along your quest will appear as a blank space in this list.

Press the L or R Button to rearrange party order by moving the selected character to the left or right.



THE STATUS DETAILS SCREEN

When you select a character and press the A Button, that character's detailed status will appear. Move the cursor to any heading on this screen to view a description of what that heading means.



See page 33 for a description of status ailments.

STATUS SCREEN INFORMATION

LEVEL-EXPERIENCE POINTS-HP-PSY	
Heading	Description
Lv	Your character's current level
Exp	This represents all the experience you've gained on your quest. Win battles to earn Experience Points and increase your character's level. Move the cursor here to see how many points that character needs to reach the next level.
HP	These are your character's Hit Points (HP), which reflect the amount of damage he can take. The number on the left is the current HP, and the number on the right is the maximum HP. When your HP falls to 0, that character is downed in battle and unable to fight.
PP	These are your character's Psynergy Points (PP), which reflect how much Psynergy he can use. The number on the left is your current PP, and the number on the right is your maximum PP. Every time you use Psynergy, your current PP drops.

YOUR CHARACTER'S BASIC ATTRIBUTES

Heading	Description
Attack	The higher this is, the more damage your direct attacks do.
Defense	The higher this is, the less damage you take from an enemy's direct attacks.
Agility	The higher this is, the sooner you can attack in battles.
Luck	The higher this is, the greater the chance that you will avoid special attacks and ailments.

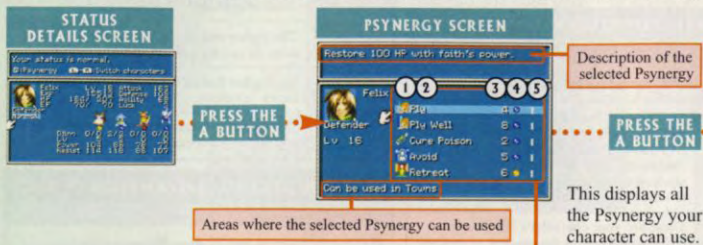
DJINN/ELEMENTAL INFORMATION

Heading	Description
Djinn	This shows your set Djinn and the total number of Djinn you have for each of the four elements.
Lv	This shows your elemental levels for each element. The higher the rating, the better your character is at using those elemental abilities.
Power	This shows your elemental power for each element. The higher the rating, the more damage you do when attacking with those elements.
Resistance	This shows your elemental resistance for each element. The higher the rating, the less damage you receive from attacks of those elements.

(Status details continue on page 32.)

SWITCHING STATUS DETAILS SCREENS

You can see more detail about your character's status by pressing the A Button on the Status screen. Also, on some screens, you can press the L or R Button to see other characters' status information.

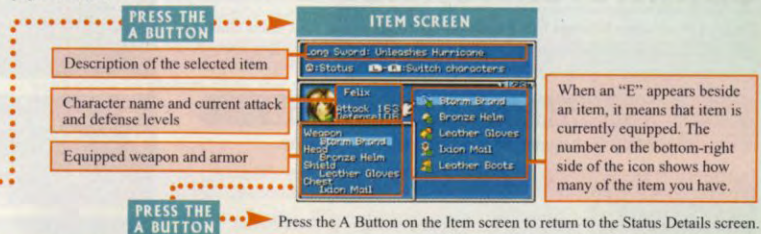


ACQUIRED PSYNERGY

- 1 Psynergy icon
- 2 Psynergy name
- 3 Amount of Psy Points that Psynergy requires
- 4 Psynergy type
- 5 Psynergy Range

- One enemy or party member
(The single bar is also the amount of energy required to move objects or to move through the air.)
- Three enemies
- Up to five enemies
- Up to seven enemies
- All enemies or all party members

All of your characters' items are listed on the Item screen. Press the + Control Pad left or right to scroll through pages of items.



QUICK TIP!

STATUS AILMENTS

When a monster performs a special attack in battle, that attack can cause a status ailment. These ailments can be removed with some items and Psynergy abilities or by visiting a Sanctum (see page 38).



Poison: You take damage while poisoned. Remove this status with Cure Poison or an Antidote.



Sleep: Your character is asleep and unable to act. Remove this status with Restore or an Elixir.



Delusion: Your character suffers delusions that cause him to miss during attacks. Remove the delusions with Restore or an Elixir.



Down: Your character has been downed in battle and cannot fight. Remove this status at a Sanctum or by using Revive or the Water of Life.



Sting: Your character is paralyzed and unable to act. Remove this status with Restore or an Elixir.

There are other status ailments, too.

Delusion, Sting, and Sleep effects disappear once battles are complete.

CHARACTER CLASSES

Each of your allies belongs to a particular character class. This class changes when a character sets or removes a Djinni. When a character's class changes, so do the character's attributes.

AN EXAMPLE OF CHANGING CLASSES

When Felix, the main character, has no Djinn set, he is a Squire.

After setting a Water Djinni, Fog, Felix's class changes to Swordsman.

After placing the Water Djinni on standby (thereby removing it from Felix), his class reverts to Squire.

Now, after setting the Wind Djinni Breath to Felix, his class changes to Apprentice.



THE EFFECTS OF CLASS CHANGES

When a character's class changes, the following changes may also occur:

CHARACTER ATTRIBUTE CHANGES

When a character changes class, that character's attributes may also change. Attributes may go up, down, or both, depending on the change.



PSYNERGY CHANGES

Available Psynergy changes with class. When changing classes, be careful not to disable any Psynergy you plan on using soon. Carefully check all changes before setting your Djinn.



THE EFFECTS OF SETTING DJINN

Character classes change depending on the type of Djinni set to the character. Also, Djinn of the same type have different individual characteristics. They all affect your character's attributes when set and can have very different effects when unleashed in battle. Try to match the Djinn to your characters in ways that bring out the best in your characters.

If you set an Earth Djinni to your character, that character's earth power will also increase, boosting the damage of his earth attacks.



SHOPS, INNS, AND SANCTUMS

In many of the towns and villages through which you will pass, you'll find shops, inns, and other places offering services that will help you fulfill your quest.

WEAPON, ARMOR, AND ITEM SHOPS

You can buy weapons, armor, herbs, and other items at these shops.



BUY

BUY ITEMS

Select the items you'd like to buy with the + Control Pad and press the A Button. When there are more than seven different items available, a green arrow appears on the right side of the screen. You can use the + Control Pad to scroll through this list.

Select a character to take item and press the A Button. If the character can equip the item, then any status changes for that character appear on the lower-right side of the screen. If he can't equip the item, then the message "Can't Equip" appears in the status window. In item shops, a list of your items and the numbers of each one appears on the lower-right side of the screen.



(Continued on next page.)

The character that receives a purchased item can equip that item immediately. To equip the item, select Yes and press the A Button. Otherwise, select No.

If you choose to equip an item right away, the shopkeeper will ask if you want to sell whatever item it replaced in your equipment. To sell the old item, select Yes and press the A Button. Otherwise, choose No.



SELL

SELL YOUR ITEMS TO THE SHOP

You can select and sell items at shops. The selling price will appear and you can select Yes to sell or No to cancel. Otherwise, choose No.



ARTIFACTS

BUY ARTIFACTS

Sometimes, shops have rare artifacts for sale. You can buy these in the same way you buy normal items.



REPAIR

REPAIR A BROKEN ITEM

Broken items have an X on their icons on the Item screen, but they can be repaired. After checking the cost of repair, choose Yes to have it repaired or No to cancel. Once you repair an item, you can use it again.



INNS

Spending the night in an inn will recover all lost Hit Points and Psy Points. Rates vary from town to town. Staying at an inn does not revive downed characters or cure ailments.



SANCTUMS

At Sanctums, you can revive downed characters, cure poison, and remove other ailments. You can use these services only if a member of your party is afflicted with the certain ailments.



REVIVE

REVIVE DOWNED CHARACTER

This will revive a character that has been downed in battle.



CURE POISON

CURE POISONED CHARACTERS

This will cure a character that has been poisoned.



REPEL EVIL

AID HAUNTED CHARACTERS

Removes spirits that haunt a character.



REMOVE CURSE

AIDS CURSED CHARACTERS

This will revive a character that has been downed in battle.

THE PAUSE MENU

Outside of battles and events, press Start to pause the game and open the Pause menu.



PAUSE



SAVE YOUR QUEST

You can have up to three saved data files at one time. Choose one of the three slots to hold your data file, then press the A Button to save. If you save data over a file that is already being used, you will lose all the old data in that file. Be careful, because you cannot restore data lost in this way.

Do not turn off the power or reset while saving.

PAUSE



SLEEP

Sleep Mode is a good way to pause your game for short periods, but if the batteries run out of power, you will lose your game. You should save your game and turn your Game Boy Advance off if you don't plan on playing for a while.

Press Select and the L and R Buttons to enter the Sleep Mode. Press the same buttons to resume your game. You can also enter Sleep Mode during battles and events.

PAUSE



CHANGE SETTINGS

Change each setting using the + Control Pad. When you set Auto Sleep to On, the game shuts off automatically if you do not press any buttons for a certain period of time. Press the L and R Buttons to resume your game.

BATTLING ENEMIES

You will face many enemies in battle during your quest. In addition to using direct attacks with a weapon, you can also attack using Psynergy and Djinn.

BATTLES FROM START TO FINISH

When you encounter an enemy in a dungeon or on the world map, you will enter a battle. At the beginning of every battle, you can choose to Fight or to Flee, (but you won't always succeed).

If you choose Fight, you might surprise your opponents and attack first, but you might be caught by surprise...

Battle occurs in turns. At the beginning of every turn, you must choose an action for each character in your party. Characters and enemies then take turns attacking based on their agility.

Battles end when all enemies have fled or been defeated. However, if all of your characters are downed in battle, your game is over. You must restart from the most recent town you visited or from a saved game.



PRE-BATTLE COMMANDS

Before each turn in battle, you have the option to choose whether to fight or flee.

COMMAND FIGHT

Choose this command to begin the actual battle. For descriptions of battle commands, see pages 42-51.



COMMAND FLEE

Choose this command to try to escape without fighting. If you do not succeed in fleeing, however, you must endure all of the enemies' attacks for that turn.



COMMAND STATUS

Choose this command to check your characters' status. Be sure to check your characters' HP and available Psynergy before you enter a battle.



RETURNING TO PRE-BATTLE COMMANDS AFTER CHOOSING FIGHT

Press the B Button to change the moves you've already selected and to return to the pre-battle commands. Pre-battle commands also reappear at the beginning of every turn.



BATTLE COMMANDS

Once the battle has begun, you can use the six commands explained here to fight enemies.

BATTLE COMMAND



ATTACK

Choose this command to make a direct attack on an enemy using an equipped weapon. Use the + Control Pad to move the cursor to the enemy you want to attack and press the A Button. If the enemy you have chosen to attack flees or is downed before your attack, your character automatically defends instead of attacking.

BATTLE COMMAND



PSYNERGY

You can use Psynergy to attack a enemy or to heal your party members. Use the + Control Pad to select a Psynergy to use and press the A Button.

Next, use the + Control Pad to select the target for your Psynergy. Some types of Psynergy have a wider range than others. See the next page for more information.

Cursor



QUICK TIP!

THINGS TO REMEMBER ABOUT PSYNERGY

Each type of Psynergy has its own range. Psynergy with a large range affects multiple targets differently within that range. When attacking enemies with Psynergy, consider these differences carefully before choosing your target.

PSYNERGY THAT AFFECTS TARGETS DIFFERENTLY

Psynergy that affects multiple targets differently will have the greatest effect on the enemy or the party member in the middle of the affected area. The farther from the center that your target is, the weaker the Psynergy's effect will be on it (there are exceptions). When choosing targets for your Psynergy, remember that the largest cursor indicates which target will be most affected.



The enemy in the middle will receive the greatest damage.

WHEN THE RANGE CHANGES

Depending on how you choose targets for Psynergy, the Psynergy ability's range can also change. In the picture on the right, a Psynergy that works against three enemies is centered on the enemy on the far right. In this case, the Psynergy will affect only two enemies, not three.



A Psynergy ability's range can change depending on how you choose targets.

(Continued on pg. 44.)

PSYNERGY CHANGES AFTER UNLEASHING DJINN

When you use the Djinn command to unleash a Djinni during battle (see page 46), your character's class and available Psynergy might change. Remember to consider whether unleashing a Djinni will disable any Psynergy you plan on using.



DON'T WASTE YOUR PSY POINTS!

Psynergy is convenient, but you should be careful not to use it too much. Save it for when you really need it. You recover Psy Points when you stay in an inn and when you use certain items. Also, just walking around slowly recovers Psy Points over time.



EXAMPLES OF PSYNERGY

On your quest, you will learn many types of Psynergy. Some of them are listed here.

EARTH PSYNERGY

Name	Psy Points	# of Targets	Effect
Cure	3	1	Restore 70 HP
Quake	4	3	Attack with an earthquake
Spire	5	1	Attack with a stalagmite
Grow	4	1	Use in battle and elsewhere
Return	6	-	Return to the dungeon entrance

FIRE PSYNERGY

Name	Psy Points	# of Targets	Effect
Flare	4	3	Attack with flames
Fume	6	1	Attack with a plume of flames
Beam	7	3	Attack with a searing heat beam
Weaken	4	1	Drop an enemy's Defense
Move	2	-	Move objects horizontally

WIND PSYNERGY

Name	Psy Points	# of Targets	Effect
Whirlwind	5	3	Attack with a tornado
Ray	6	3	Attack with a storm
Impact	7	1	Boost an ally's Attack
Sleep	5	3	Lull multiple foes to sleep
Mind Read	6	-	Read someone's mind

WATER PSYNERGY

Name	Psy Points	# of Targets	Effect
Frost	5	3	Attack with frigid blasts
Heal	4	1	Restore 100 HP
Antidote	2	1	Cure poison
Cool	6	3	Attack with freezing cold
Restore	3	1	Remove sleep, stun, and delusion

BATTLE COMMAND DJINN

This command lets you unleash a set Djinni or place a Djinni on standby.

CONDITIONS FOR USING DJINN

Depending on the state your Djinn are in, you can do different things with the Djinn command. When all of your Djinn are recovering, you can still choose the Djinn command, but you will not be able to do anything.

Djinni Condition	Djinn Command Options
Set	Unleash or switch a Djinni to standby
Standby	Set the Djinni
Recovery	None

UNLEASHING SET DJINN

First, select a Djinni to use. You can unleash any set Djinn (set Djinn appear in white). You can also see the effect that unleashing the Djinni will have on your character. After selecting a Djinni, press the A Button.

Effect of the selected Djinni when unleashed

Class and status changes (left: before unleashing, right: after unleashing)

STANDBY CONFIRMATION WINDOW

Effect of the selected Djinni when unleashed: Restore HP quickly.

Class and status changes (left: before unleashing, right: after unleashing):

Before	After
Magician	Magician
HP 171	HP 171
PP 148	PP 148
Attack 110	Attack 110
Defense 110	Defense 110
Agility 8	Agility 8
Luck 7	Luck 7

Cursor: Breath, Blitz, Ether

Paynergy Gained



When you unleash a Djinni, it attacks an enemy or uses a special ability on your party. Depending on the type of Djinni, you may have to choose an enemy or ally as the target for its special ability.

When your turn has come in battle, your Djinni unleashes its attack or special ability. The unleashed Djinni then goes into standby. On the next turn, you can use the Summon command (See pg. 48-50).

SETTING A STANDBY DJINN

First, select a Djinni to set. You can set any standby Djinn whose names appear in red on the Djinn screen. You will see the Djinni's condition and the effects of setting the Djinni. Once you have selected a Djinni, press the A Button.

When your turn in battle comes, you will set the Djinni. On the next turn, you can unleash the set Djinni.





Using a Djinni on standby, you can summon a powerful spirit. After the spirit is summoned, any Djinn used to summon then switch to recovery.

THE BASICS OF SUMMONS

In order to summon, you must have at least one standby Djinni. As your number of Djinn increases, the types of spirits you can summon also increase. Depending on the numbers and types of Djinni you use to summon, you can call different, stronger kinds of spirits.



HOW TO SUMMON

- 1 Select Summon and press the A Button, and you will see a list of spirits you can summon. Use the + Control Pad to select the spirit you want to summon and press the A Button.

Description of the Summon Spirit

Numbers of standby Djinn, arranged from left to right by type: Earth, Water, Fire, and Wind. (These numbers decrease as you summon spirits.)



Spirits You Can Summon: When there are more than five spirits available to summon, use the + Control Pad to scroll between windows.

(Continued in section 2 on the next page.)

QUICK
TIP!

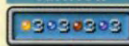
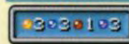
ANYONE CAN SUMMON!

You can only control Djinn in your possession with the Djinn command, but so long as one member of the party has a Djinni on standby, anyone can use that Djinni to summon a spirit. As long as you have enough standby Djinn, two party members can summon the same spirit in the same turn.

- 2 Select the enemies the summoned spirit will attack. Press left and right on the + Control Pad to select the target, then press the A Button. See page 32 for a description of summon attack ranges. When you summon a spirit, your elemental power of the same type as the summoned spirit goes up for the duration of the battle. The stronger the spirit, the more your elemental power will go up.

QUICK
TIP!

THE EFFECTS OF SUMMONING

BEFORE USING
SUMMONAFTER USING
SUMMON

Numbers of standby Djinn are displayed by type in the Summon Screen. Every time you use Djinn to summon, these numbers decrease by the same number and type of Djinni used to summon. As these numbers decrease, so do the number and type of spirits that you can summon. Of course, these Djinn and spirits are never fully used up, so if you return recovering Djinn to standby, you regain the ability to summon them.

RANGE OF SUMMONED SPIRITS

Summoned spirits attack all enemies. When you move the cursor with the + Control Pad to select an enemy for the spirit to attack, the cursor moves between enemies as shown in the picture on the right. Choose which of the affected enemies will receive maximum damage from the spirit.



QUICK TIP!

AFTER SUMMONING

Djinn used to summon a spirit switch to recovery after the summon. Djinn in recovery are automatically set back onto a character after one turn of battle or, outside of battle, after you've been walking around the world map or dungeon for a while. A sound notifies you when a Djinni switches from recovery to set while the party is walking around.



SPIRITS TO SUMMON

There are many different spirits that your party can summon. As the number of standby Djinn increases, you will be able to summon more spirits.

SPIRITS TO SUMMON

Spirit's Name	Djinn needed	Description
Venus	1 Earth Djinni	A spirit of Earth
Mars	1 Fire Djinni	A spirit of Fire
Ramses	2 Earth Djinn	An undead pharaoh guardian
Kirin	2 Fire Djinn	A charging spirit in flames

BATTLE COMMAND



ITEM

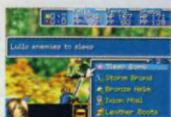
You can use some of your items in battle. First, choose the item you'll use and press the A Button. Next, select a target to use the item on. Depending on the item, the target could be a party member or an enemy. After choosing the target, press the A Button to confirm.



QUICK TIP!

NOT ALL ITEMS CAN BE USED IN BATTLE

On the Item screen, items whose names appear in yellow cannot be used in battle. The names of usable items appear in white.



BATTLE COMMAND



DEFEND

You can reduce the amount damage received from an enemy by choosing Defend. Select the Defend command with the + Control Pad, then press the A Button. When a character has low HP, or when there are no other desirable actions to take, you should use Defend.



ADEPTS ASSEMBLED

As you near the end of the game, Felix's party and Isaac's party will team up together, giving you a total of eight allies. The following explanations explain how to manage a party of eight allies.

ADDITIONS TO THE STATUS SCREEN (CONTINUED FROM PG. 30)

Even though the number of characters in your party increases from four to eight, the number of characters who can make direct attacks during battle is limited to four. You can swap out which characters are in the attack row easily in the Status screen. (You can also swap party members mid-battle.)

Your characters are grouped according to who is in the attack row and who is not, as seen in the picture on the right. Switch between the two groups by pressing the + Control Pad up or down. Select which character you want to swap by pressing the + Control Pad left or right. Once you've selected the character to swap, use the L and R Buttons to change his place in the character lineup.



ADDITIONS TO THE PRE-BATTLE COMMANDS (CONTINUED FROM PG. 41)

When you want to replace a character from the attack group with one from the support group during a battle, select Switch from the Pre-Battle Commands and press the A Button.

Next, use the + Control Pad to select the character that you want to take out of battle.

The standby character's name and status will be displayed. Use the + Control Pad to change the character you want to bring into the battle and press the A Button.

Only one of the four characters from the attack group can be replaced per turn.



SPIRITS TO SUMMON

	Name	Effect When Set	Effect When Unleashed In Battle
Earth Djinn	Echo	HP +9 / Psy +4 / Attack +3	Attack with a double strike
	Iron	HP +11 / Defense +2 / Agility +3	Bolster the party's Defense
	Steel	HP +9 / Attack +4 / Defense +2 / Luck +1	Siphon a foe's HP with a kiss
	Mud	HP +10 / Psy +4 / Agility +3	Slow a foe with sticky mud
	Flower	HP +12 / Psy +4	Refresh allies and restore HP
Fire Djinn	Cannon	HP +10 / Attack +3	Launch a huge blow with the Mars Djinn' power
	Axel	HP +8 / Attack +5 / Luck +1	Increase all allies' Attack
	Guts	HP +11 / Psy +6	Revive an ally with cheers of support
	Chili	HP +9 / Attack +2 / Agility +2 / Luck +1	Paralyze foes with a strong blow
	Turbo	HP +11 / Psy +3 / Agility +3	Boost everyone's Agility with a cheer
Wind Djinn	Breath	HP +9 / Defense +3 / Attack +3	Restore HP quickly
	Blitz	HP +10 / Psy +4 / Attack +3	Numb a foe with a lightning strike
	Ether	HP +8 / Psy +4 / Agility +3 / Luck +2	Focus will to restore PP
	Waft	HP +11 / Attack +4	Calm a foe with soothing scents
	Haze	HP +10 / Defense +2 / Agility +3 / Luck +2	Hide away to avoid damage
Water Djinn	Fog	HP +9 / Defense +2 / Agility +2 / Luck +1	Blind an enemy with fog
	Sour	HP +8 / Psy +4 / Attack +3	Reduce a foe's elemental resistance
	Spring	HP +11 / Psy +5	Restore HP with healing herbs
	Shade	HP +9 / Defense +3 / Luck +2	Create a watery shield
	Chill	HP +10 / Psy +3 / Defense +2	Reduce a foe's defense with a strike

SOME OF THE SUMMON SPIRITS

The type and number of standby Djinn required in order to Summon using the indicated Djinni.

SPIRITS TO SUMMON							
Name	Djinn	Name	Djinn	Name	Djinn	Name	Djinn
Venus	1 Earth	Ramses	2 Earth	Zagan	1 Earth / 1 Fire	Procne	3 Wind
Mars	1 Fire	Kirin	2 Fire	Megaera	1 Fire / 1 Wind	Neptune	3 Water
Jupiter	1 Wind	Atalanta	2 Wind	Cybele	3 Earth	Flora	1 Earth / 2 Wind
Mercury	1 Water	Nereid	2 Water	Tiamat	3 Fire	Moloch	1 Wind / 2 Water

PSYNERGY THAT CAN BE USED WHILE TRAVELING THE LANDS

The following Psynergies can be used while traveling the lands (except during battle). Depending on the Psynergy, there are other various effects you can impose outside of the ones listed here.

Name	Needed Psy	Effect When Used	Name	Needed Psy	Effect When Used
Move	2	Move an object on the ground	Reveal	1	Perceive hidden truths
Retreat	6	Return to the dungeon's entrance	Scoop	1	Dig in soft ground
Mind Read	1	Read someone's mind	Frost	5	Freeze puddles into columns of ice
Whirlwind	5	Clear away piled up leaves	Cure	3	Restore 70 HP
Growth	4	Accelerate the growth of some small plants	Cure Well	7	Restore 150 HP
Tremor	1	Shake an object left and right	Ply	4	Restore 100 HP with faith's power
Lash	1	Lift and move very light objects	Ply Well	8	Restore 200 HP with faith's power
Pound	2	Drive an object into the ground	Cure Poison	2	Cleanse the body of poison

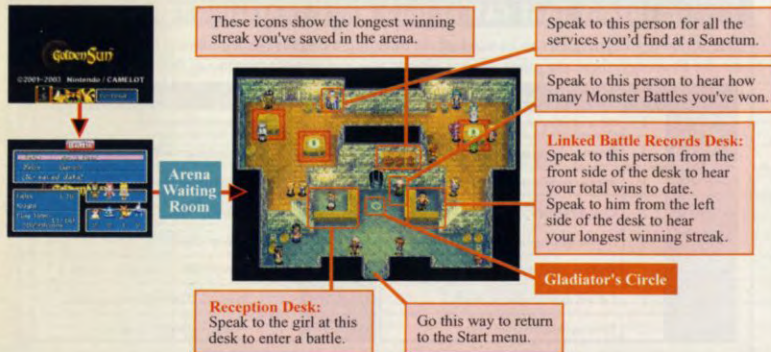
THE BATTLE ARENA

Enter the arena to battle hordes of monsters or to challenge a friend's party to a battle. You cannot use the Pause menu or Sleep function in the battle arena.

Please read all essential information on page 59 before playing a Linked Battle (pg. 58).

ENTERING THE ARENA

Summoned spirits attack all enemies. When you move the cursor with the + Control Pad to select an enemy for the spirit to attack, the cursor moves between enemies as shown in the picture below. Choose which of the affected enemies will receive maximum damage from the spirit.



MONSTER BATTLE

ONE PLAYER

If you approach the reception desk without first linking to another Game Boy Advance, you can enter a Monster Battle. Talk to the girl at the counter and choose Yes to enter or choose No to cancel, then press the A Button to decide. When you are ready to fight, step into the Gladiator's Circle to the right of the counter. The door in front of you will open, and the battle will begin.

Monster Battles follow the same steps that they do during your quest. When a Monster Battle ends, you will return to the waiting room.

After winning a Monster Battle, you can continue on to another Monster Battle. Choose Yes to continue fighting or choose No to quit fighting, and press the A Button to decide. If you lose a fight, then Monster Battle ends automatically.

MONSTER BATTLE INFORMATION

- Only monsters that you have defeated in the game will appear in Monster Battles.
- When you quit after a successful battle, your party's HP and PP return to their maximum levels. However, they do not return to their maximums if you choose to continue fighting.
- You can continue Monster Battles until all party members are downed.
- You do not receive any coins or experience from Monster Battles. then Monster Battle ends automatically.



LINKED BATTLE

TWO PLAYERS

When connected to another Game Boy Advance, you can start one-player or two-player battles at the reception desk. If your opponent accepts your request for a battle, the fight will begin. When you are ready to enter battle, step into the circle on the right side of the reception counter. When both players have entered their circles, the door will open, and the battle will begin.

Fighting another player's party is the same as fighting monsters in the game. At the beginning of each turn, the players enter their commands, and the actions for that turn will then begin. When the battle ends, you will return to the waiting room.

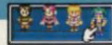
If the Game Link cable is not firmly inserted, only Monster Battles will be available.



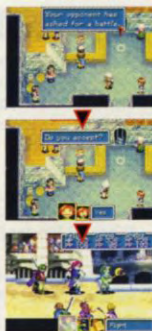
Linked Battle results are saved automatically. You can view these saved results at the Saved Linked Battle Counter. You must approach the counter whenever you want to start a new Linked Battle.

LINKED BATTLE INFORMATION

- A party of up to three characters can participate in a Linked Battle. The character on the far right side of the party will not be able to join the battle.
- You do not receive any coins or experience from Linked Battles.
- Once one player has entered all of his commands, the other player must finish entering commands within 15 seconds or all characters without commands will automatically Defend.



The character on the far right side of the party will not be able to join the battle.



USING THE GAME BOY ADVANCE GAME LINK® CABLE

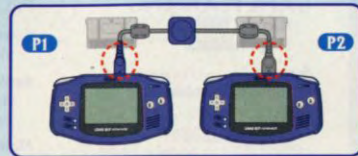
Here's all of the information you need to link multiple Game Boy Advance systems.

NECESSARY EQUIPMENT

- *Game Boy Advance* systems: One per player
- *Golden Sun: The Lost Age* Game Paks: One per player
- *Game Boy Advance* Game Link cables: One

LINKING INSTRUCTIONS

1. Make sure that the power on all of the game systems is turned off, then insert the *Golden Sun: The Lost Age* Game Paks into the individual Game Pak slots.
2. Connect the Game Link cables and plug them into the External Extension Connector (EXT) on each of the game systems.
3. Turn both game systems on.
4. See pages 57 for further instructions.



Player One will be the player with the smaller end of the cable connected to his Game Boy Advance.

TROUBLESHOOTING

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables.
- When any Game Link cable is not fully inserted into any game system.
- When any Game Link cable is removed during the transfer of data.
- When any Game Link cable is incorrectly connected to any game system.
- When more than two Game Boy Advance systems are linked.

GOLDEN SUN: THE LOST AGE STAFF

GAME PLANNING

Hiroyuki Takahashi
Shugo Takahashi

Scenario

Hiroyuki Takahashi

Director

Shugo Takahashi

Assistant Director

Yusuke Sugimoto

Game Design

Yusuke Sugimoto
Shuji Shimizu
Ayumu Shindo
Kentaro Sakou
Norisumi Osawa
Masato Kawamura

PROGRAMMING

System

Yasuhiro Taguchi

Battle

Haruki Kodera
Toru Takamatsu

Field

Kaoru Shimada
Hiroyuki Ichikawa
Akiko Sato
Kenji Numaya
P.E. Jareth Hein

User Interface

Yutaka Yamamoto

GRAPHIC ART

Battle Characters

Junko Nakamura
Kaori Matsunaga

Battle Effects & Faces

Junichi Ochiai

Battle Backgrounds

Hiroto Nakashima

Maps

Masayuki Hashimoto
Mitsumasa Muraishi
Mitsuru Fukumoto
Akihito Kimura
Shinichiro Sugimoto
Natsuko Takeuchi

Map Characters

Mieko Koguchi
Kanako Horiguchi

Graphics Direction

Fumihide Aoki

CHARACTER DESIGN

Shin Yamanouchi

Monster Design

Hiroshi Kajiyama

Musical Composition

Motoi Sakuraba

Sound Effects

Hiroyuki Hamada

Sound Direction

Masaaki Uno

Staff Coordination

Akiko Sato
Kenji Numaya

ILLUSTRATION

Shin Yamanouchi
Hiroshi Kajiyama
Masanori Sato

Graphic Support

Yoichi Kotabe
Masanori Sato

Coordination

Masaaki Uno
Toshiharu Izuno
Kenichi Nishida

NORTH AMERICAN LOCALIZATION

Translation

William Barnes
Reiko Ninomiya
Tim O'Leary
Scot Ritchey
Bill Trinen

Writing & Editing

Richard Amtower
Shawn Seavers

Graphic Design

Marsha Rollinger

Localization Management

Leslie Swan
Jeff Miller

NOA Product Testing

Michael Kelbaugh
Eric Bush
Todd Buechele
Tim Casey
Jeffrey Storbo

PRODUCED BY

Shinji Hatano
Hiroyuki Takahashi
Shugo Takahashi

Executive Producer

Hiroshi Yamauchi

Copyrights of Game, Scenario
and Program reserved by
NINTENDO and CAMELOT.
Copyrights of All Characters and
Music reserved by NINTENDO.



IMPORTANT

REV-C

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

WARRANTY AND SERVICE INFORMATION

REV-N

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER™. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state or province to province. Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA, 98073-0957, U.S.A.

This warranty is only valid in the United States and Canada.